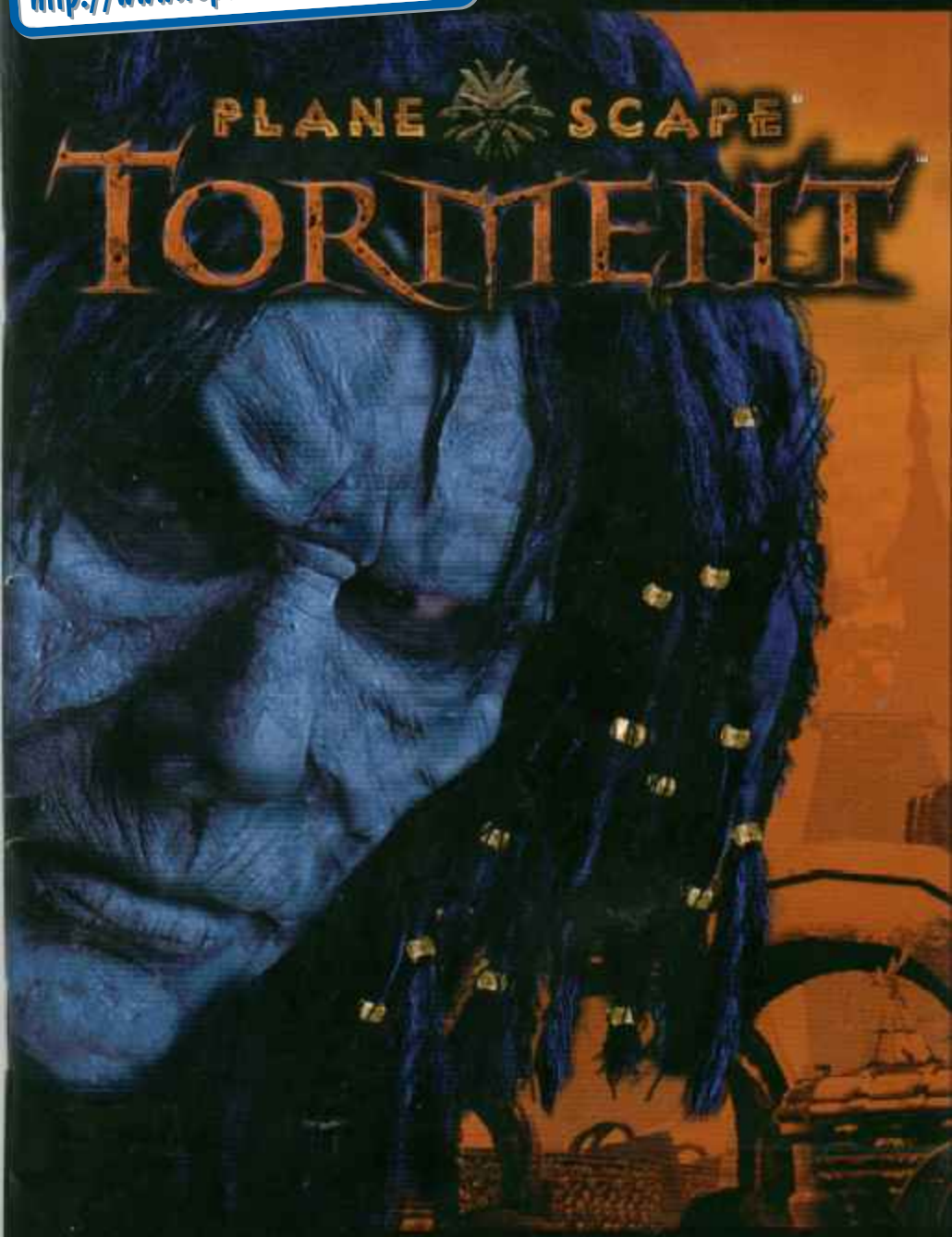
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PLANESCAPE

TORMENT



Instruction Manual

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INTRODUCTION

Planescape®: Torment™ is the first Advanced Dungeons and Dragons®, single-player role-playing game set in TSR's Planescape™ campaign setting. Developed by Interplay's Black Isle Studios Division, Torment takes the Bioware Infinity Engine™ used for Baldur's Gate™ and uses it to bring the Planes to your PC.

In Torment, you take on the role of a scarred, amnesiac immortal in search of his identity. From his initial awakening on the slabs of Sigil's Mortuary to his journeys across the Outlands and the Outer Planes, Torment introduces the player character to the forces of faith and belief that govern the Planescape multiverse. A world this different takes a different type of hero to explore it. You are that hero.

Torment isn't a role-playing game where death is that minute of irritation between the "game over" screen and reloading a saved game. In Torment, death serves to advance the plot and is even a tool for solving seemingly impossible problems… as an immortal, your character can regenerate from traumatic damage, shrug off stab wounds, and is a close personal friend of fast-developing scabs and blisters that harden and fall off within minutes.

The character creation system in Torment is also a little different than some RPGs you may have played. The game itself is the character generator… your actions throughout the game define your character's development and even have the power to shape the world around you. You will find yourself gaining skills, new classes, and special abilities depending on your style of play. Although you will still gain experience points and advance in level, you'll quickly discover that gathering memories is just as important as gaining experience, talking to the dead can yield more than talking to the living, and the most dangerous of enemies may be the only ones you can trust.

Your character will develop in power as he learns more about himself, but you won't be alone. Torment allows you to recruit a variety of strange companions to join your quest, including puritan succubi, insane geometric shapes that talk to their weapons, foul-mouthed mimirs, and the walking dead. Some of the most vocal and unpredictable members of your parties may be your inventory items themselves.

Death is the least of your worries; as you'll soon discover, you have more to fear from ideas and beliefs than from some berk with a sword. Welcome to the planes. Welcome to Torment.

WHAT'S INCLUDED IN THE MANUAL

This manual contains all of the information that you'll need to get up and running in Torment. Since much of the game involves solving the mystery of your character's origins and learning just what you're capable of doing, we're not going to give away anything that you need to discover while you're playing. One thing to keep in mind is that while we're not giving away all of the things that you can do, new skills and abilities that you pick up will function in a very similar way to the ones we do explain. So, you'll always know how to access and use a new skill, or spell, or ability, even if you have to experiment with it a bit to find out just what it does.

***NOTE:** For specific information on experience points, skills, and when you'll be able to acquire spells, check out the Appendix at the end of the manual. It's jam-packed with all kinds of useful charts and tables for you to refer to.*

HOW TO INSTALL TORMENT, SO YOU CAN START EXPLORING THE PLANES

To install Planescape: Torment, first insert the CD-ROM labeled Planescape: Torment Disc 1 into your CD-ROM drive and follow the on-screen instructions. If your Autorun is not enabled, click on the icon representing your CD-ROM drive under 'My Computer.' This will bring up a listing of the files on Planescape: Torment Disc 1. Find AUTORUN.EXE and double-click to launch in install application.

After installing the game, other options will be available on the launching menu:

View Readme

The readme file contains last minute information and changes that could not be printed in this manual. Please take the time to view the readme file if you are having any problems with this product.

Register

Please take the time to register Planescape: Torment with Black Isle Studios. Your feedback is appreciated and will put you on the mailing list for special offers and game promotions.

Exit

This will close the launch window.

To start playing again later, select the Planescape: Torment application from the Black Isle Studios program group in your start menu.

Uninstall

When you're ready, the Uninstall option will clean up everything except your saved games.

THE OPENING MENU

There are a few options on the very first screen that you'll see once you get the game installed and ready to play.

Visions

This button gives you access to any of the cut-scene movies that you've revealed during the game. If you want to review any of the cut-scene movies here's the place to do it.

Abyss

Press this button to plunge into the abyss. This button allows you to quit the game.

New Life

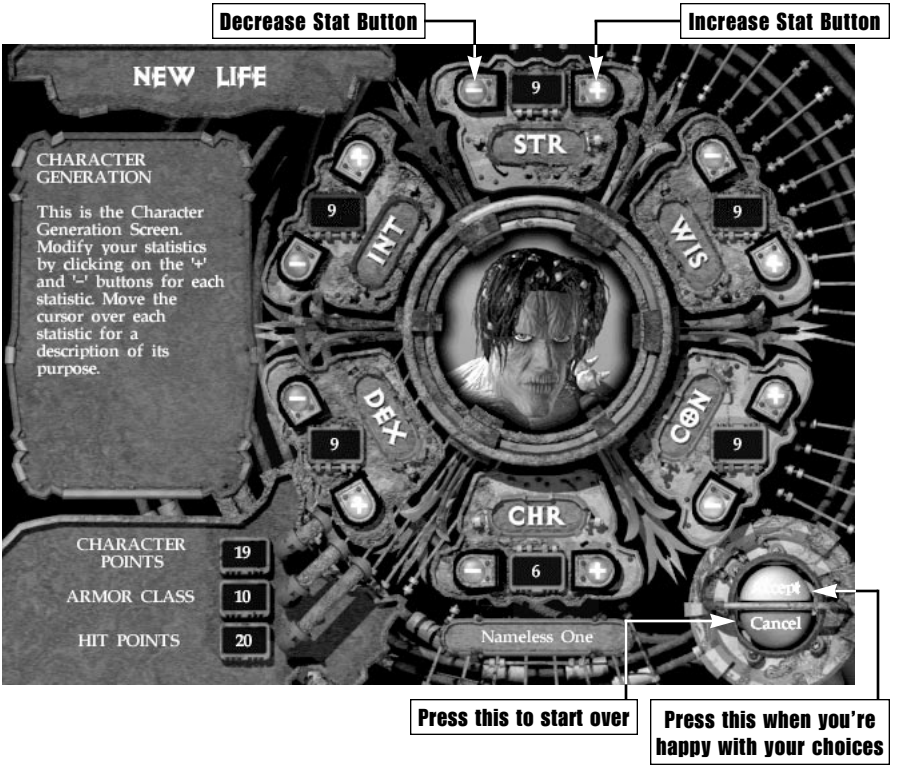
This is the button to start the game for the first time. This will take you to the Character Generation screen (explained below) so you can create your hero and start playing.

Resume Life

This button gives you access to your saved games.

CHARACTER GENERATION

The first game screen you'll encounter after getting Torment running is, appropriately enough, the Character Generation screen. Here you'll generate the stats for your hero.



Even if you think you're familiar with which of your character's stats do what, you may want to read this section anyway. In Torment some of your character's stats are used in new and different ways. There are a couple of things to keep in mind when you're crafting your champion. You can't be good at everything, so you should pick one or two of your character's stats to excel in. Here's an overview of your stats and how each one is important.

> Stats are actually short for statistics, but everyone just calls them stats. You'll see a lot of references to characters' stats throughout the manual since they effect how your character interacts with the world.

CHARACTER STAT	WHAT IT DOES FOR YOU
Strength	This makes you a good fighter. If you want to be a real meat grinder of a warrior - raise your Strength score.
Constitution	This stat makes you tough to kill, almost always a plus considering how many people are trying to off you. One other bonus of a high Constitution is that you'll regenerate faster.
Dexterity	This stat determines how difficult you are to hit, as well as how fast your reactions are. If you want to get the drop on your foes before they raise the alarm, high Dexterity helps.
Intelligence	The smarter you are the more witty things you can think of to say. Having a higher intelligence stat gives you more dialog choices, access to more spells, and a better chance to regain memories.
Charisma	A high Charisma stat means that people are more likely to listen to you, and even believe what you say, you're so convincing. A high Charisma allows you to successfully bluff people more frequently.
Wisdom	The ability to absorb lessons from what's happened to you is largely a function of Wisdom. You'll gain experience points faster if you're wise enough to learn from what you're doing. A high Wisdom also gives you a better chance to regain lost memories.

***NOTE:** Each of your character's stats give you specific advantages (or disadvantages if the stat is especially low). For more information on exactly what bonuses or penalties are associated with each stat take a look at Appendix A (at the back of the book).*

It's not easy figuring out which stats are most important. Some of that depends on your style of play. If you like to go into a room with your sword swinging then Strength or even Dexterity might be your best bet. If, however, you like to talk your way through some situations and bamboozle your foes with some quick thinking and a sly tongue, then try Intelligence or Charisma. Regardless of your preference, it's better to increase one or two stats above average while keeping the rest of your stats at ten or better than it is to increase one stat to superhuman levels by robbing your character of the ability to do anything but that one stat. A well-balanced character will generally be more successful than a specialist.

Once you've finished assigning the stats to your character, you're ready to begin playing.

Armor Class

This number shows how tough you are to whack with a melee weapon (like a pointed poniard or a big spiky club) or pincushion you with arrows. The lower your armor class (usually abbreviated as simply AC) number, the more difficult you are to hit. This even extends into negative numbers—so a character wearing, for example, Lower Plane Vermin Armor, with an armor class of, say –6, could walk through a scythe-slinging mob without breaking a sweat. On the other hand, another character sporting a worn cloth tunic, for an armor class of 10, would be cut to ribbons by the same attackers. The benefits of having a low AC apply to your party members and they apply to your enemies. If an opponent you're squared off against has a thick carapace or burly-looking metal armor then they're going to be more difficult for you to hit.

Hit Points

Armor is designed to keep you from being hit, however, even the best armor can fail in the face of a determined, or lucky, enemy. When your protection fails you're going to take damage. The amount of damage that a character can withstand is measured in Hit Points. The more hit points your character has, the tougher they are, and the more damage they can withstand before being incapacitated or killed.

Keep a careful eye on this number. When a character's Hit Points get low, consider healing them with magic or even withdrawing them from combat. If you don't want to spend your magical abilities to heal a character (or don't have any healing magic available at the moment), then resting will help your party members to regain Hit Points.

How High is Up? Or, Your Stats and You.

When you're assigning points to your different stats at the beginning of the game you're limited to a maximum of 18 in any one stat (18/00 for Strength). However, as you gain levels of experience during the game you'll be able to assign more points to your stats—which can bring your stats over the initial maximum. As soon as your character gains a level of experience, you'll gain a point to add to your existing stat scores. These additional points that you'll earn during gameplay must be all be spent before your character can gain another level of experience. After going up a level go to your character screen, the one that shows your character stats, and add in the additional points (the total remaining is shown at the bottom left of the screen). So, there's no reason to hold onto them—spend 'em as you get 'em.

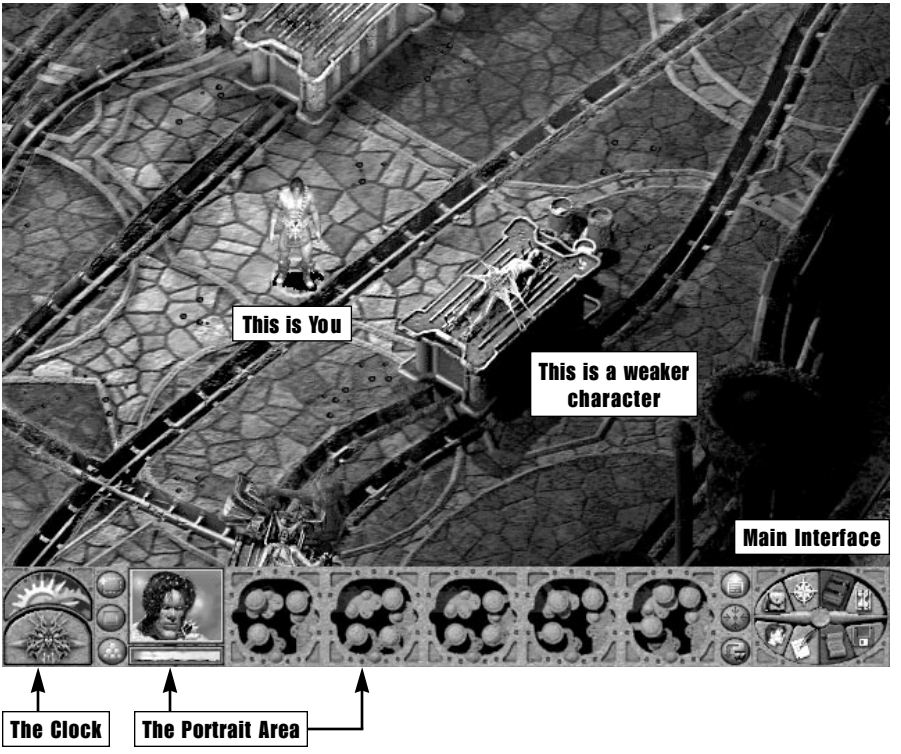
You'll probably figure out most of the following interface stuff on your own, but it'll help if you take a quick look through this section before you play and then refer back to it for the finer points, later on. Just take a quick look to see the way things are laid out and then, if you need to later on, you can refer back to the manual to sort out any of the details that you might have missed.

THE INTERFACE—YOUR WINDOW ON THE PLANES

Here's where we get into the real nuts & bolts of how to play Torment. Take a look at the screen to see what the different parts of the screen look like and then we'll tell you what you can do with each part of the interface.

The important information on the screen is divided up into a couple of sections.

WHAT YOU SEE	WHAT IT DOES
You Note: This is the character that you're currently controlling—usually it's your hero, but it can be any member of your party whose portrait you've selected. In either case, it's the person you're controlling right now.	This is where you are. Pretty important, but also pretty easy to figure out. We're off to a good start here.
The World Screen Interface	You, and your party members, interact with the world through this screen and interface.
The Main Interface	This info-packed part of the screen is where you'll access your spells, inventory, and journal, as well as the game options.
The Clock	Not just a handy timepiece, this part of the screen allows you to stop time while you figure out what you want to do next.
The Player Portraits	Later in the game, you'll find others that will join you in your adventures. You'll pick which character you want to perform an action by clicking on their portrait.



It's All About Control—How to Do Stuff

The way that you move around and interact with the game world is controlled on this screen. Most of the actions you can take are controlled through your mouse.

Mouse Buttons and Control

Here's a list of all the things that you can do with your handy desktop rodent.

Left-Click: Action

- Selects a character or selects a portrait (if a character or group was selected before, this character or group is unselected and the new character is selected instead).
- Holding the [SHIFT] key while left-clicking causes your character to run to the area you've clicked on.
- If the [CONTROL] key is held down while Left-clicking on unselected characters, the characters will be added to the current character selection.
- Double-clicking on a portrait centers the view on that character.

- Pushes buttons—selects action for the character: guard, talk, attack (click on attack button), etc.
- Casts spells and uses items once they've been selected.
- On terrain, walks selected character(s) to targeted location.
- Left-click and drag on terrain or portraits—selects multiple characters (creates draggable selection box).
- Picks up items with the current selected character(s). If more than one character is selected, the Nameless One (your hero) walks over to and picks up the item.
- On the Clock pauses and unpauses the game.

Right-Click: Information and Cancel Actions

- On an empty area of the screen, brings up the World Screen Interface.
- On a portrait brings up that character's Inventory Screen.
- On an item or spell on the main game area brings up the appropriate item or spell properties screen.
- Cancels current actions—cancels attacks or spell casting.

Mouse Movement: Moves Viewpoint

The main game area will scroll up, down, left, or right if you move the mouse to the edge of the screen. This also occurs if you use the number pad or arrow keys. One thing to keep in mind is that you can adjust the scrolling speed, either faster or slower, on the Options Screen.

When you start Torment you'll only have your hero to control, later though, you may have several companions that can help you. In order to select which one of your party will be performing an action, just click on their portrait at the bottom of the screen. The currently active character's portrait will be highlighted and a cursor-ring will highlight around their feet, on the play screen. The first thing you'll want to learn how to do is move.

Movement and You

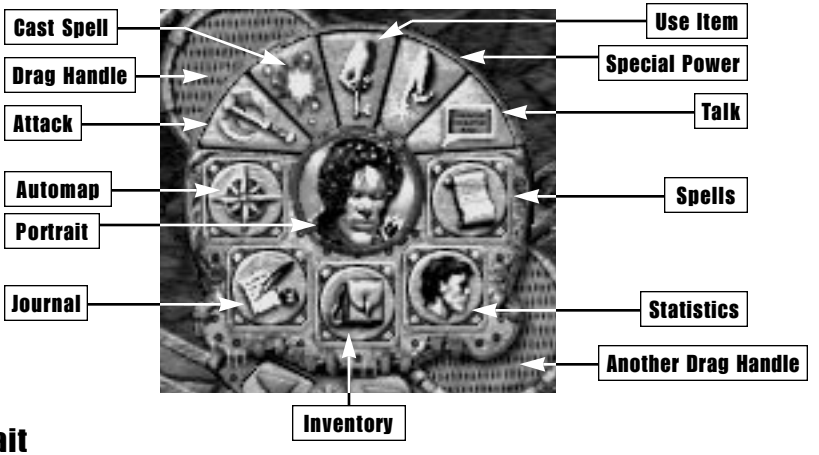
You can see where you are in the game, but that's not enough, you'll probably want to move around a bit. Remember the highlighted character is the person that you're controlling now. Movement is all mouse-driven so if you can click your mouse, you already have all the movement skills you're likely to need. In order to walk to an area of the screen Left-click on the part of the screen that you want your character to move to. If you want them to run to get there, hold down the [SHIFT] button on your keyboard and while you Left-click. Additionally, you can toggle running on and off.

Now that you know how to move around, you need to know how to interact with all of the things that you can walk, or run, to. You'll need to use the World Screen Interface for all of that, so we'll go over that next.

The World Screen Interface

This nifty portable interface allows you to control what each of the characters in your party does. To access this interface, Right-click on any empty portion of the game screen to bring up the interface.

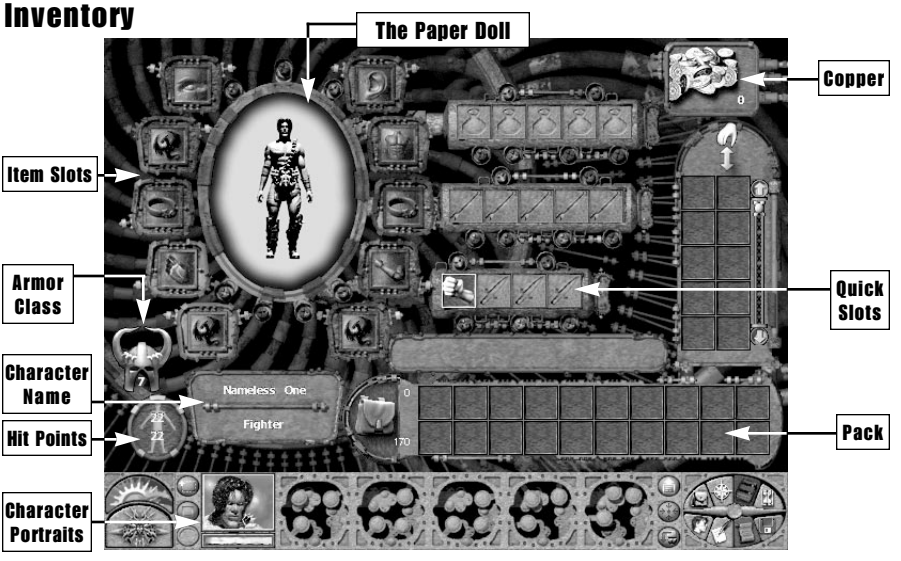
Use the Drag Handles to move the interface around on your screen if you wish.



Portrait

This picture shows which of your characters you're controlling. You can switch between characters by Left-clicking on their portrait. The character whose picture appears here will perform whatever action you select. You can also just left-click on the character portrait at the bottom of the screen to do the same thing.

Inventory



Left-Clicking on this button takes you to the inventory screen for your selected character. Most of this screen is taken up by the Paper Doll representation of the character. Along the bottom of the screen is the character's personal inventory and the encumbrance of the character. Items can be dragged and dropped on the Paper Doll, or dragged and dropped to other characters' portraits to give the item to the other character.

Stackable items will automatically be stacked in your inventory, as you acquire them, and they can be unstacked by double Left-clicking on the item. Unstacked items can be stacked by dragging and dropping them on top of each other. Items placed in the Ground slots will be dropped at the character's feet and can be picked up from the main game area.

The group pool of copper is shown on this screen as well.

Encumbrance

Each character has a maximum weight they can carry. The weight currently carried by the character is shown next to the Personal Inventory. Maximum weight carried is determined by the Strength of a character. When you're carrying 100% of your carrying capacity, you can no longer run, you can only walk. If you pick up items totaling 120% of your maximum carrying capacity, you can't even walk around anymore-you must drop weight (back down to 100% or less of your capacity) to be able to move again.

The Paper Doll

There are a number of distinct areas in the equipped items section. The actual items and areas that you can equip each character with, vary from character to character, but a partial list includes such items/areas as: eyeball, helm, cloak, amulet, L ring, R ring, wrists, gauntlets, quick weapons, quick items, and ammo. In any case, you won't be allowed to place an item in an area where it won't fit, so you don't have to memorize which items go in which slots.

Quick Slots

The weapons or items that are put in the quick slots determine the quick attacks that are available to the character. These are, essentially, handy shortcuts that allow you access to your character's items or abilities without having to sort through other screens. They are extremely useful in combat.

Statistics

Left-clicking on this button shows your character's vital information.

Talk

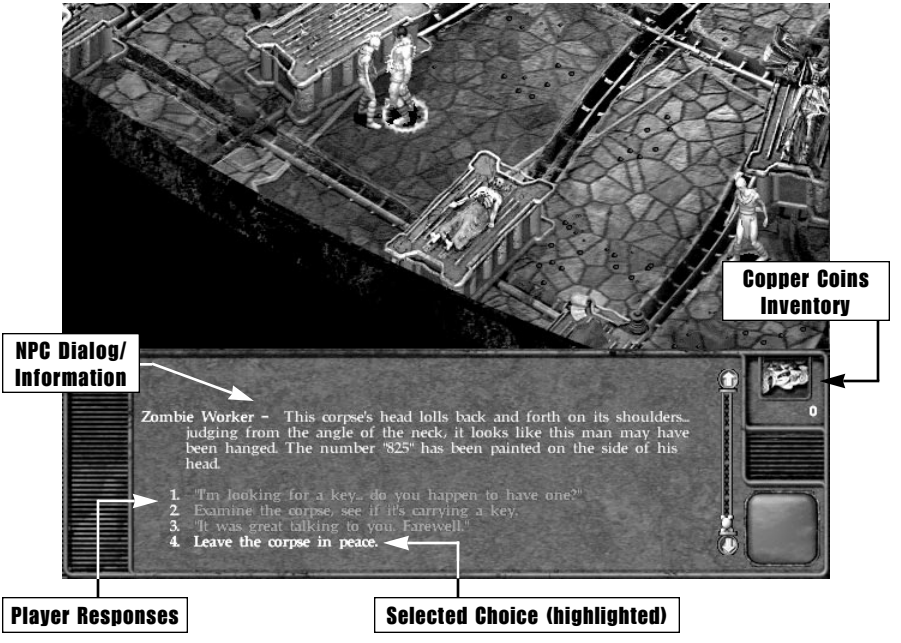
Left-click on this button when you want your character, the Nameless One, to speak on behalf of your party. When you do this you'll usually get a choice of several different things that you could say to whoever you're talking to. Pick the dialog line that you want your character to say and the creature you're talking to will respond.

Usually this response is in the form of more dialogue. However, if you've just told a non-player character (any character that you don't control) to go soak his head, they might respond a bit more violently.

Keep in mind that the characters and creatures that you'll be chatting with do take into account the stats of your character, the Nameless One. If your character is smarter, you'll have more dialog choices, if they're Charismatic then they may have options to wheedle something out of the person that they're talking to—dialog choices that might not be available to a dumber or less likeable hero.

You'll need to talk to people in order to buy and sell stuff as well as gather information. So talk first, attack later.

The Dialog Window

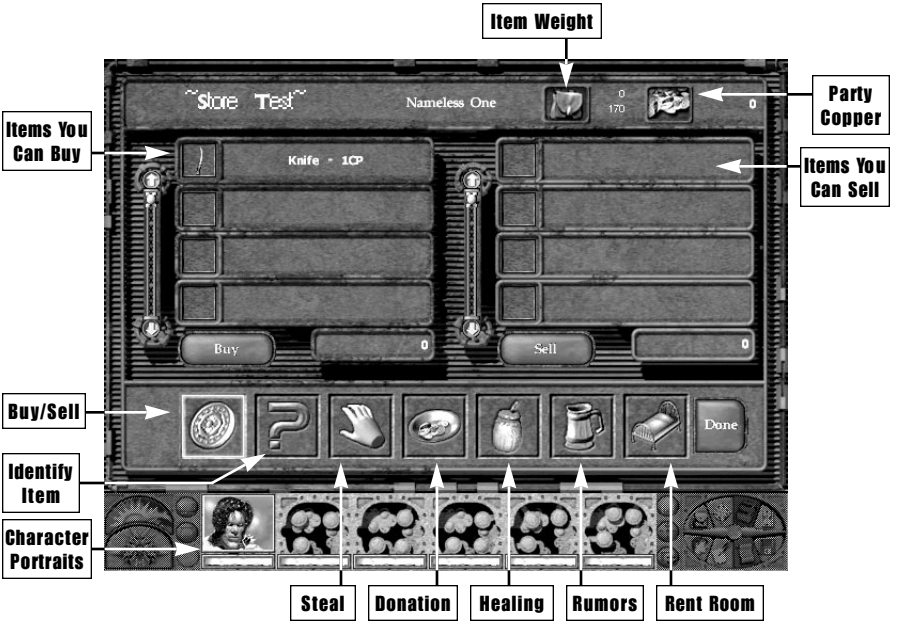


Dialog uses a menu-based system where you Left-click on what you want to say from a list, or you can also use the number pad to select the number of the dialog response you want to use. What is available to be said varies according to the reaction adjustment and Charisma of the Nameless One. When more text scrolls up in the window than can be read at once, or when dialog is paused to give you a chance to read can be reviewed with scroll arrows on the right (up or down).

Stores, Inns, Taverns, and Temples

Throughout the course of the game there are many non-player characters in the world who will offer goods or services. These NPCs all use a similar interface for buying, selling, and trading goods, information, and services. When these NPCs are spoken to, a panel will replace the bottom portion of the screen with buttons for the various services offered. Keep in mind that the store interface has all the buttons along the bottom and that some stores in the game restock over time, so it may be worth your while to check back at stores you've already visited, just to see if they have anything new for sale.

You should usually try talking to the creatures that you meet, if you suspect that they have any intelligence at all. Often you can avoid needless combat, learn more information, and gain more experience by rattling yer bone-box with a blood / basher than by smashing his head in.



Special Power

Many of your party members have a special power. Clicking on this button causes the selected character to use their power.

A Special Power

The characters, including yourself, will have or gain special powers during the course of the game. When you learn a special power, you'll get all the information you need to use it effectively. Here's an example of a special power that one of your companions, Morte, can use.

Litany of Curses

Description: Morte can draw upon his repertoire of insults to taunt an opponent into lowering his guard and attacking. The target suffers penalties to hit and damage when enraged.

Effect: When Morte's special ability is selected, the targeting cursor appears and the player may click on one living opponent on screen. This ability cannot target undead creatures. The target does get a saving throw vs. Spells to resist the effect, however.

While the target is taunted, the following effects occur:

1. The target pulses red as long as the Litany of Curses is in effect.
2. The target suffers a –2 to hit and a –2 to AC and a –2 to damage as long as the Litany of Curses is in effect.
3. The target will always attack Morte with a physical hand to hand attack, no matter what. This lasts only for the duration of the taunt effect.

Use Item

Left-clicking on this button causes the selected character to use the next item that you select with your mouse.

Cast Spell

Left-clicking on this button brings up a menu of spells that your selected character can cast.

Up to five of the spells that you currently have memorized are displayed at any one time. Click on the scroll arrows directly beneath the spell buttons in order to cycle your other spells onto the selection buttons. When the spell you want to cast is displayed on a button, Left-click on the spell's button and then Left-click on the target for the spell.

Note: *If you're the target for the spell, then you don't need to click on yourself, you're already the default target. Both Priest and Mage spells are selected and cast in the same way.*



One thing to remember is that casting a spell takes both time and concentration. It's almost impossible to cast a spell when someone is slashing at you or firing arrows into your hide. That's also something that you can use to your advantage; if an enemy is throwing a spell at you, try to interrupt his conjuration by attacking him before he can finish his casting.

Saving Throws and Resistance

Not all of the spells that you cast, or that are cast by your foes, will take effect.

The first hurdle you have to overcome is to cast your spell without being interrupted. Generally, the higher level a spell is, the longer it takes to cast. This is what a spell's Casting Time refers to. If you're damaged while you're in the middle of casting a spell, your concentration is disrupted and the spell will fail to go off. So, if you're hard pressed try to use spells that have lower Casting Times. On the other hand, you can interrupt an enemy's spell casting in the same way. Just remember melee messes up magic.

Once you've successfully cast a spell, there's still a chance that your target will not be effected by it.

Each creature has a chance to Save against the effects of the magic. The more powerful a spell's target is, the better chance it has to resist some or all of the effects of a spell. In addition to this, some creatures are either so highly magical or so non-magical that they have an innate resistance to magic. This is a percentage chance that the creature will completely resists the effects of magic used against it, even before it has to make a saving throw.

Learning Spells

You don't start the game knowing any spells, but you'll be able to pick up some pretty darn quick. Here are four first level spells, just so you'll have an idea of what to expect.

Identify

Level:	1	**Casting Time:**	Special
Range:	0	**Area of Effect:**	1 Item/Level
Duration:	Just long enough to identify one item	**Saving Throw:**	None

Description: This spell allows the caster to identify the capabilities of magic items in his possession.

Effect: Once the spell is cast, you can examine the items that you have in your inventory to see what magical properties they possess. To do that, select an unidentified item from your inventory, Right-click on the unidentified item to bring up the Examine Item screen, select the Identify button, then click on the Spell button to identify the item with this spell.

Magic Missile

Level: 1
Range: 60 yds. + 10 yds./level
Duration: Instant
Casting Time: 1
Area of Effect: 1-5 targets in a 10-ft. cube
Saving Throw: None

Description: This spell creates several missiles of magical force to hurl against the caster's foes.

Effect: This spell summons a magical missile that strikes its target unerringly for 2-5 pts. of damage with no saving throw possible. In addition, the caster gains 1 extra missile every 2 levels (for a maximum of 5 missiles at level 9).

Shield

Level: 1
Range: 10 feet
Duration: 25 seconds / level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

Description: This spell summons a globe of force that protects the caster from physical attacks.

Effect: When cast, a magical orb of protective energy arises and protects the recipient from attacks from all directions. It bestows an AC 3 against all attacks and +1 to all Saving Throws for 25 seconds / level of the caster.

Friends

Level: 1
Range: 0
Duration: 5-20 seconds + 5 sec./level
Range: 0
Casting Time: 1
Area of Effect: 60-ft. radius
Saving Throw: Special

Description: The caster becomes more charismatic, all eyes turn to watch whatever he happens to be doing.

Effect: When cast, the caster temporarily gains 2-8 points of Charisma.

Scribing Spells

In order to prepare a new spell that you've found so you can memorize and cast the darn thing, you need to copy, or scribe it into your character's spellbook. To add a spell found on a scroll to your spellbook, right-click on the scroll in your inventory.

You'll be given the option of copying the spell you've found into your character's list of spells as long as the spell is of a level that your character can cast. For easy reference, which level of spells can be cast by what level character is shown in the Appendix at the back of the manual.

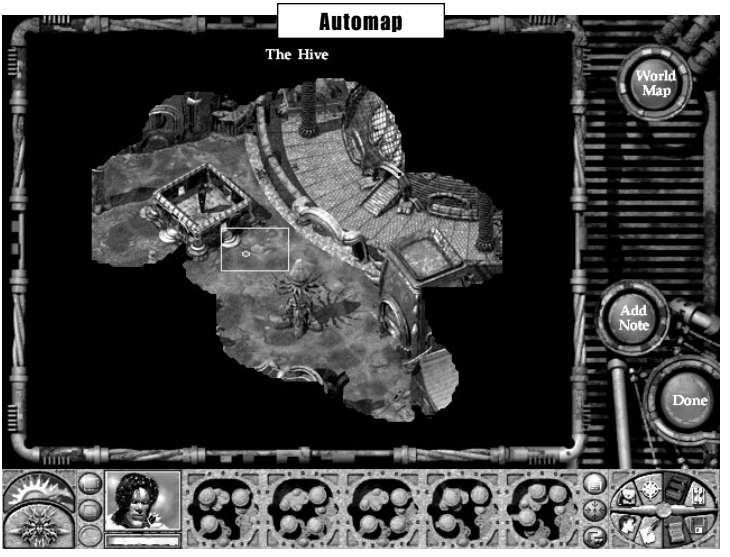
One thing to keep in mind is that it's not always a scroll that you can copy from. It can be any item or charm with a power on it — and the item in question has to be identified (via spell or other method) before it can have its spell copied.

Attack

You'll use this button quite a bit. When you feel the need to crack some skulls left-click on this button, left-click on an opponent, and you'll start to attack. You can also hit the [A] key on your keyboard to toggle the attack key (or another key that you select if you choose to customize your keyboard options). The selected character, or your entire party if you've selected everyone, will attack with whatever weapon they have equipped, either melee or missile.

Automap

You can write your own notes on the Automap by either by Left-clicking on the Add Note, then Left-click on the part of the automap you want your note to be attached to, button or by Right-clicking on the map itself. Either of these actions will open up a text box at the bottom of the screen for you to enter your note.



World Map

Click on this button to get a larger picture of the area that you're currently exploring. You can't move around or do anything on this larger map but it's very useful in orienting yourself and figuring out how to get from one place to another. When you bring up the World map some parts may be grayed out, since you haven't visited them yet. As you explore different parts of the world, those areas will show up on your World Map.

Journal

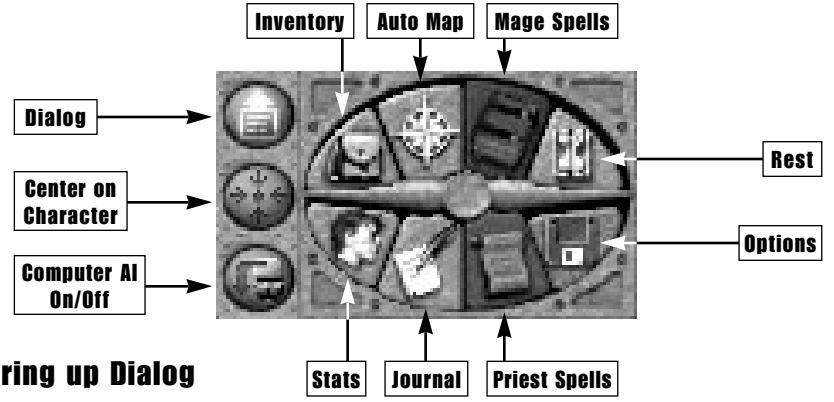
This autobiography keeps track of important information that you've learned in the course of your travels. It's a good idea to check your journal every now and then to make sure you have your facts straight. If you're coming back to the Planes after taking a break, then the Journal also serves as a handy place to refresh your memory

about your recent adventures. In addition to the Journal, the Bestiary lets you look up some of the different creatures that you've met on your sojourn. If you need help remembering which quests you've agreed to help with, or which quests you've completed, then you can open up the Quest Log to clear up any confusion.

THE MAIN INTERFACE

This interface gives you access to all of the characters in your party as well as vital game controls.





Bring up Dialog

Clicking on this button allows your selected character to initiate dialog.

Center on Character

This button centers the map on whichever character you have selected.

Activate Party AI

This button will cause the computer-controlled artificial intelligence of NPC's in your party to turn on. It may cause party members to act unpredictably, so be forewarned!

Inventory

This button brings up the inventory for the selected character.

Automap

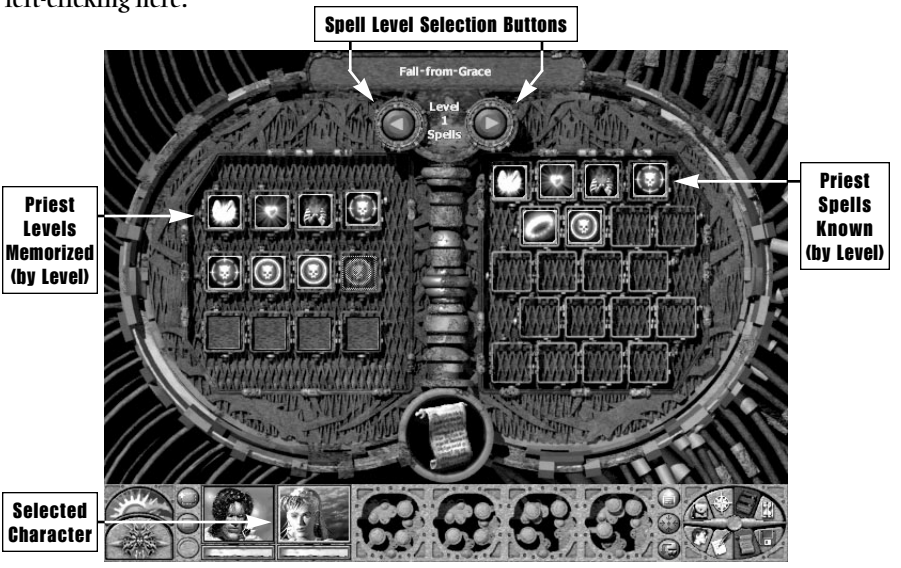
The automap allows you to take a look at a larger scale map of the area. You can mark important places on this map so you can refer to them later.

World Map

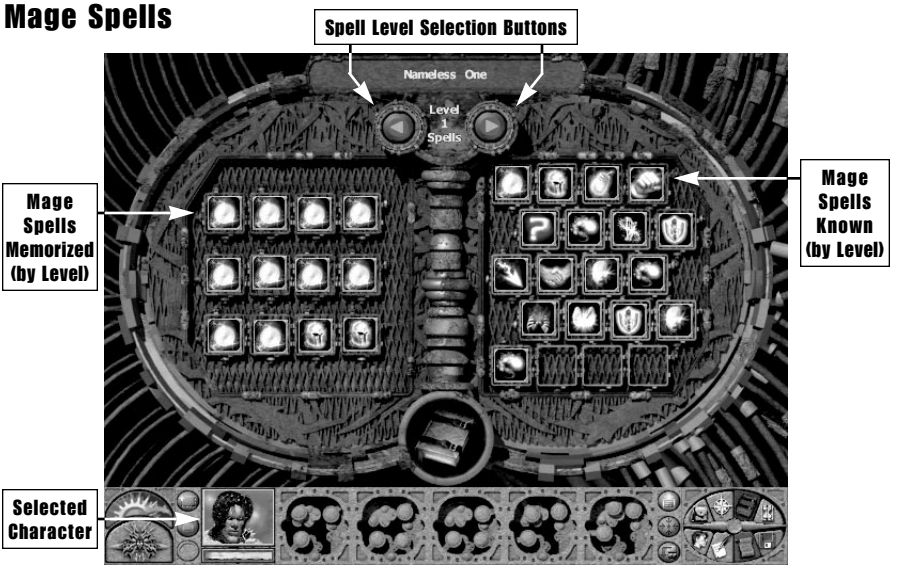
Left-click this button to go to the World Map.

Priest Spells

You can take a look at which priest spells your party's characters have prepared by left-clicking here.



Mage Spells



Instead of priest spells, this button allows you to take a gander at the mage spells you have available in your party. You'll be able to select which spells to memorize for the character you have highlighted.

Thievish Abilities

Thieves have a specialized set of skills that they can use as often as they like, with a chance of success that's based upon both their level and their Dexterity stat. You can check the appendix to see what chance your thief has of performing a skill successfully but here's a list of what each skill can do. You can improve these skills as your thief advances in level. Each time your thief gains a level of experience you'll gain a few more points to divvy up amongst your thievish abilities.

Thieving

This is the skill of lightening someone's, or something's, pockets, usually of some of the nifty items they might be carrying. An unsuccessful pick pocket attempt has a chance to turn a target hostile, preventing you from speaking to them again. So choose your marks carefully and talk to them before seeing what they have in their pockets.

Open Locks

Some untrusting souls actually lock their valuables away. Use this skill on a locked container or door in order to open it.

Find Traps

You use this skill to both find, and then disarm any traps in the immediate area.

Stealth

This skill combines both an ability to hide in shadows as well as moving quietly. If you're successful then your thief cannot be seen by someone outside your party.

How to Memorize and Cast Spells

In order to cast spells in Torment you need to memorize them first. Every spell-caster has a set number of spells that he, or she, can cast. The number of spells that you can have in your spell book per level and the maximum level of the spells that you can learn are governed by your character's experience level and Intelligence stat for a mage, or Wisdom stat for a priest. The higher level your character is and the smarter they are, or the wiser you are if you're a priest, the more spells you'll be able to cast.

The best way to think of it is that you have a certain number of spell slots available. Mages and priests determine which spells they'll be able to cast in different ways. If you're a mage then you'll need to memorize, or assign, a spell to a slot. To place a spell in a slot you need to sit down and memorize the spell. You can only do this after you've had a rest, yet another reason to make sure your characters take an occasional break. You can memorize several of the spells that you have available to you, as long as you don't exceed the maximum number of spell slots that you have for your level.

If, for instance, you had four first level spells that you could memorize each day, you could fill all four with the first level Magic Missile spell, or you could fill one slot with Magic Missile, one with the Friends spell, and the last two with Shield. It's up to you.

Priests are similar in that they also have to memorize the spells that they want to be able to use. However, unlike a mage, when a priest gains access to a new level of spells the priest is allowed to memorize any of those spells without having to first find, and then scribe, those spells into a spell book.

Spells are a limited resource, at least until your party is able to rest and re-memorize them, so make sure you use your magic wisely—it's often the only thing that will allow you to survive tough battles.

Rest

This button allows you and your party to rest. You'll need to do this from time to time in order to refresh the spells that you have available for casting and/or to heal your party after a tough battle. You can't rest just anyplace though. For example, you cannot rest on city streets or in dangerous locations. That means that in cities you'll have to rely on the kindness of a citizen or find yourself an Inn.

Statistics

The selected character's stats are shown via this button.

Journal

You can read your automatic log entries here.

Survival Tips

When you're first finding your way through the planes use the Windows Tool-Tip pop-ups. Especially when you're new to the planes, the information in the pop-ups will help you to navigate the world much more effectively. You can use the [Tab] key to instantly bring up a helpful Tool-Tip pop-up.

Options

There are several controls in this screen that affect how you see, hear, and save your game. Most of the time you'll just be using the Save, Load, and Quit functions, but it's a good idea to learn what all the other things on this screen do.

Save, Load, and Quit

These allow you to save games to your hard disk, to load a previously saved game, or quit to the main menu.

Gameplay Options

There are several controls in this section that you can use to customize the game controls or even to change the overall difficulty of the game.

Tool Tip Delay

Adjusts how quickly the Windows Tool-Tip pop-up help appears. The left of the slider is the briefest period of time. Note: You can always make the tool tips appear instantly by hitting the [Tab] key.

Mouse and Keyboard Scroll Speed

Adjusts how quickly the screen scrolls across the game world.

Difficulty

Adjusts hidden factors within the game to make the game more of less difficult.

Note: *There is an experience points penalty for reducing the difficulty of the game below neutral. There is not a bonus for playing the game at a higher difficulty setting —but you know, inside (where it counts) that you're a tougher basher for doing it.*

Dither Always

Allows your characters to dither through obstacles that would normally obscure them.

Gore

We're not asking for your vote for a Presidential Candidate here; instead, this toggles on/off the blood and extra-spiffy damage and death animations in the game.

Feedback

Allows you to modify the frequency with which you see markers and locators in the game, as well as turning on and off the various messages that come up during the game.

Autopause

Allows you to set various conditions under which the game will automatically pause.

Video Options

A group of several controls determine how the game looks on your individual monitor. Normally, you won't have to adjust these, but if your screen is particularly dark, for example, you might want to change some of these settings.

Brightness/Contrast

Allows you to adjust the brightness and contrast of the display.

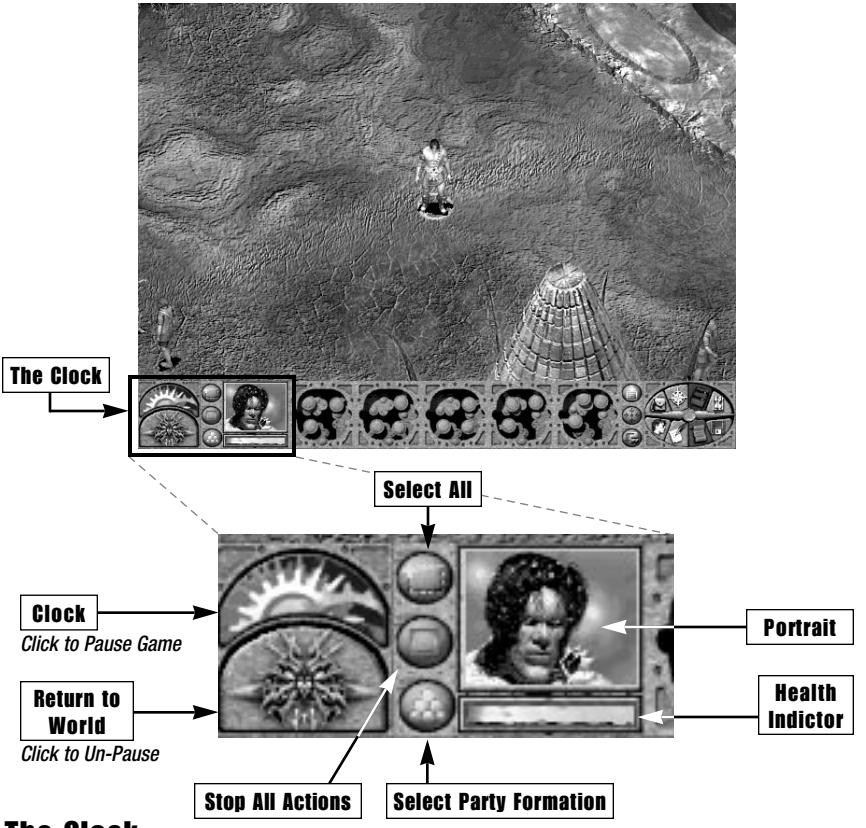
The other graphics options on this page should only be used if Torment is not displaying correctly on your system. Please refer to the Readme file for the latest information on how to correct any display errors.

Audio Options

This menu allows you to independently adjust the volumes of various sounds in the game.

Keyboard Mappings

Allows you to reconfigure the keyboard to fit your personal gaming preferences.



The Clock

The clock allows you to see how much time has elapsed in the game. Also, by clicking on the clock, you can pause the game. This is extremely useful, especially if you find yourself in combat, or another tight spot, and you need some time to figure out a successful strategy. You can also pause and un-pause the game by using the space bar.

Select All

Use this button to select your entire party for an action. This is particularly useful for a command like attack, in order to focus your attention on one foe at a time.

Stop all Actions

This button doesn't stop the game, but it does stop your characters from completing any action that they may be in the middle of.

Formation

Everyone loves a parade. By using this button you determine the formation, or marching order, of your characters when they're walking around.

In order to pick which direction you want your formation to face as you proceed on your adventure hold down the [ALT] Key and you'll be able to choose your party's formation direction by swiveling your mouse around.

Portrait

This is one of your character portraits. More specifically, it's you. When a character portrait is highlighted, that character will be the one performing any actions. Your character portrait is also a quick way to see how healthy your character is. If your character is hurt, they'll look beaten up in their portrait.

Health Bar

This bar shows how much health you have before dying. When this bar is gone, you're dead, so this is a good thing to keep an eye on. If you'd rather see you actual hit points rather than a colored bar, click on the health bar to change the display from colors to numbers.

LIFE AND DEATH IN TORMENT

There are a couple of things that you'll need to know to survive. You'll need to learn how to fight, what fights you can afford to lose or avoid, and what fights you can't ever lose if you want to keep exploring the Planes.

How to Fight

There's more to combat than just flailing away at your opponent, blindly hoping to do some damage. In fact, there's a whole lot more, and you'll have a chance to become a real warrior during your travels.

As you gain experience levels you'll get proficiency points that you can use to become better at one aspect of combat or another. However, you can't do this on your own. In order to spend those proficiency points on an improvement, you'll need to find a trainer to instruct you in the finer points of the skill. You cannot spend proficiency points without a trainer.

When you find a trainer, you'll have to talk to them in order to find out what they are willing to train you to do. Then, if you want to learn what they have to teach, you'll have a chance to ask them to train you. Don't pass up these opportunities. A good trainer is a real asset, and it's often a good idea to hold a couple of proficiency points aside—just in case you meet up with a trainer who's teaching a skill you want to learn.

Death, or They Can Kill You, But They Can't Eat You.

In most role-playing games, getting killed means that you need to go back to your last saved game and try again. Torment is different, you're a different sort of hero, and you're immortal. You'll find that this is a handy trait.

When you are killed, the shock to your system can sometimes actually help you to remember more about yourself and your past. It may help you to remember a useful

memory or even a special skill or ability. In addition, you won't lose any of your items; your character's stats won't change for the worse, and your party members won't have wandered off.

In effect, that which kills you can make you stronger; well, most of the time that is.

Then Again, some of them *Can* Eat you....

One tidbit of information that you shouldn't overlook, is that while you're immortal, you're not invincible. This means that while you can come back to life after almost any event that would kill a normal character, there are still things that can hurt you, or take you out of the world. A short list of events to avoid would be:

1. Avoid tangling with creatures whose power is far beyond that of any immortal (this means that attacking godlike beings is almost certain to end with your permanent demise).
2. Events or creatures that can cause you to go insane—you may be alive, but unless your idea of a good time is to perfect your drooling skills, you're out of the game at this point.
3. Being imprisoned with no hope of escape. Bad idea, just avoid this.
4. Being buried alive, same as #3, but darker.
5. Being burned to ashes—no coming back from this sort of demise.

I think you get the idea. Oh yeah, being eaten and digested counts as a permanent adventure-ender. So even an immortal, like yourself, is better off using a cautious approach from time to time—or, at least be aware of the risks before you go charging forward.

One way to mitigate the risks you'll face, and also to acquire some new ones, is to find a group of like-minded companions to help you out. Sure you'll always have your party of close companions to help you, but I'm talking about larger groups of pals—Factions. We'll cover factions, what they are, and how they can both help and hurt you, next.

THE PLANES, ALIGNMENTS, AND FACTIONS

A creature's alignment as well as the faction that they belong to determine, to a large extent, the way that critters will react to you and your party. The basic set of values and the way that a person, or monster, interacts with the world is called alignment. There are two components to alignment. The consistency with which a creature acts is described by calling it either *Lawful* (meaning that it always follows its system of beliefs), *Chaotic* (meaning that the creature can be very random in its adherence to its values), or *Neutral* (which means that the beastie is somewhere in the middle-sometimes following its nature and other times not). The second part of an alignment is either *Good* (seeking the greater good and helping others), *Evil* (seeking the greater good for oneself and taking a big second helping for oneself when no one is looking), or *Neutral* (somewhere, again, in the middle ground). Most creatures that you'll run into are not wholly good nor wholly evil, nor are they completely Lawful or Chaotic. Most intelligent creatures are just Neutral/Neutral. In any case, the closer a creature's alignment is to your character's the more likely they are to get along well, since they think about things in a similar way. A mental shorthand way to think of Alignment is that it's a creature's basic morality.

The creatures that make their home on the different planes that you'll be visiting are often allied with others that share the same set of beliefs. If alignment is a way of describing a creature's basic morality then a Faction would be it's political affiliation. In a topsy-turvy world that is always shifting and changing, a creature's Faction is sometimes the only island of stability it has. The result of this is that creatures that belong to one Faction or another feel an intense loyalty to their Faction-mates.

As you explore Torment you're likely to be invited into a Faction. While there are often substantial benefits to be had from joining a Faction be aware that most Factions have enemies as well as friends. While you may be able to get assistance from members of a Faction that you've joined, you'll also encounter enemies of your faction. These enemies may not attack you on sight but they may seek to hinder you in other ways—by refusing to give you information, by informing on you to your enemies, or by sending you in harm's way. This isn't to say that you should never join a Faction, only that you should do so with an awareness that you're gaining a two-edged affiliation.

In summary, the closer your alignment and your faction are to someone that you're dealing with are, the better you'll get along and the more help they'll likely give you. The more divergent your alignment and faction are, then the less cooperative a creature will be. If your differences are great enough, a creature may even be openly hostile to you-solely on the basis of your alignment and/or faction.

APPENDICES

These two sections are meant to serve as a quick reference for information that you may want to take a look at while you're playing. Appendix A contains tables and charts that describe what your characters can do and learn, while Appendix B has a short walkthrough of part of the first level that you encounter-just to help you get started.

APPENDIX A

This section contains a number of handy reference charts.

Stat Charts

The following charts show the bonuses associated with different stat scores.

Table 1: Character Ability Scores

	STRENGTH				DEXTERITY		CONSTITUTION	
Ability Score	Hit Adj	Dam. Adj	Wt Allow	Bashing %	Miss. Att Adj	AC Adj	HP Adj	Res. Surv.
3	-3	-1	5	3	-3	+4	-2	40
4	-2	-1	15	4	-2	+3	-1	45
5	-2	-1	15	4	-1	+2	-1	50
6	-1	0	30	6	0	+1	-1	55
7	-1	0	30	6	0	0	0	60
8	0	0	50	8	0	0	0	65
9	0	0	50	8	0	0	0	70
10	0	0	70	10	0	0	0	75
11	0	0	70	10	0	0	0	80
12	0	0	90	12	0	0	0	85
13	0	0	90	12	0	0	0	90
14	0	0	120	14	0	0	0	92
15	0	0	120	14	0	-1	+1	94
16	0	+1	150	16	+1	-2	+2	96
17	+1	+1	170	18	+2	-3	+2(+3)	98
18	+1	+2	200	20	+2	-4	+2(+4)	100
18/01-50	+1	+3	220	25	-	-	-	-
18/51-75	+2	+3	250	30	-	-	-	-
18/76-90	+2	+4	280	35	-	-	-	-
18/91-99	+2	+5	320	40	-	-	-	-
18/00	+3	+6	400	45	-	-	-	-
19	+3	+7	500	50	+3	-4	+2(+5)	100
20	+3	+8	600	55	+3	-4	+2(+5)	100
21	+4	+9	700	60	+4	-5	+2(+6)	100
22	+4	+10	800	65	+4	-5	+2(+6)	100
23	+5	+11	1,000	70	+4	-5	+2(+6)	100
24	+6	+12	1,200	75	+5	-6	+2(+7)	100
25	+7	+14	1,600	80	+5	-6	+2(+7)	100

Table 2: Character Ability Scores

	INTELLIGENCE			WISDOM		CHARISMA
Ability Score	Spell Level	Max # Spells/Level	Lore Bonus	Bonus Spells	Lore Bonus	Reaction Adj
3	-	-	-20	-	-20	-5
4	-	-	-20	-	-20	-4
5	-	-	-20	-	-20	-3
6	-	-	-20	-	-20	-2
7	-	-	-10	-	-10	-1
8	-	-	-10	-	-10	0
9	4th	6	-10	0	-10	0
10	5th	7	0	0	0	0
11	5th	7	0	0	0	0
12	6th	7	0	0	0	0
13	6th	9	0	1st	0	+1
14	7th	9	0	1st	0	+2
15	7th	11	+3	2nd	+3	+3
16	8th	11	+5	2nd	+5	+4
17	8th	14	+7	3rd	+7	+4
18	9th	18	+10	4th	+10	+5
19	9th	All	+12	1st,4th	+12	+8
20	9th	All	+15	2nd,4th	+15	+9
21	9th	All	+20	3rd,5th	+20	+10
22	9th	All	+25	4th,5th	+25	+11
23	9th	All	+30	5th,5th	+30	+12
24	9th	All	+35	6th,6th	+35	+13
25	9th	All	+40	6th,7th	+40	+14

Table 3: Thief Skills and Benefits

	Dexterity	Pick Pickets (15)*	Open Locks (10)*	Detect Traps (5)*	Stealth (10)* (Move Silently/ Hide in Shadows)
Tiefling	-	+5	+5	+5	+15
	9	-15	-10	-10	-20
	10	-10	-5	-10	-15
	11	-5	-	-5	-10
	12	-	-	-	-5
	13-15	-	-	-	-
	16	-	+5	-	-
	17	+5	+10	-	+5
	18	+10	+15	+5	+10
	19	+15	+20	+10	+15
	20	+20	+25	+15	+18
	21	+25	+30	+20	+20
	22	+30	+35	+25	+23
	23	+35	+40	+30	+25
	24	+40	+45	+35	+30
	25	+45	+50	+40	+35

***** The numbers in parentheses reflect the base ability of a 1st-level thief before Dexterity modifiers are applied.

Experience Point and Spell Level Charts

This next section shows how much experience you'll need to advance levels, for each type of character class. The range of additional hit points that your characters will gain at each level are shown in the experience chart for each class.

The Nameless One is Different from your other Characters

Your character is different from the other characters in your party. He's immortal, that's one big difference. Another is the way that he gains hit points and spells. The Nameless One starts the game as a third level warrior and a first level thief and mage. The Nameless One only gets experience in the class he is currently a member of — he switches classes by talking to people in the game. Furthermore, he cannot access any of the other classes' abilities when he is specializing in one of the classes.

The Nameless One only gains hit points when he gains a level in a class that's higher than the maximum level he's achieved in any of his other classes. For example, he starts off as a level three fighter and a level one mage and thief. When he gains enough experience to become a second level mage he won't get any more hit points because his mage level (two) is still lower or equal to his fighter level (three). When the Nameless One gains an experience level higher than three, then he'll start to accrue more hit points (always 1-10 hit points per level).

The Nameless One often learns spells as a result of regaining the memory of how to cast a spell rather than be learning it anew. That means that although he could cast a new spell because it's allowed by his level, he may still have to remember or re-learn the spell before he can cast it.

Experience and Spell Tables, by Class

Fighter

Level	Experience Points Needed	Hit Dice (10-sided dice)	Level	Experience Points Needed	Hit Dice (10-sided dice)
1	0	1	12	1,000,000	9+9 points
2	2,000	2	13	1,250,000	9+12 points
3	4,000	3	14	1,500,000	9+15 points
4	8,000	4	15	1,750,000	9+18 points
5	16,000	5	16	2,000,000	9+21 points
6	32,000	6	17	2,250,000	9+24 points
7	64,000	7	18	2,500,000	9+27 points
8	125,000	8	19	2,750,000	9+30 points
9	250,000	9	20	3,000,000	9+33 points
10	500,000	9+3 points	21+	+250,000 more per level	+3 more hit points per level
11	750,000	9+6 points			

Thief

Level	Experience Points Needed	Hit Dice (6-sided dice)	Level	Experience Points Needed	Hit Dice (6-sided dice)
1	0	1	12	440,000	10+4
2	1,250	2	13	660,000	10+6
3	2,500	3	14	880,000	10+8
4	5,000	4	15	1,100,000	10+10
5	10,000	5	16	1,600,000	10+12
6	20,000	6	17	2,200,000	10+14
7	40,000	7	18	4,400,000	10+16
8	70,000	8	19	1,980,000	10+18
	110,000	9	20	2,200,000	10+20
10	160,000	10	21	+220,000 more	+2 more hit points
11	220,000	10+2		per level	per level

Mage

Level	Experience Needed	Hit Dice (4-sided)	Level 1 Spells	Level 2 Spells	Level 3 Spells	Level 4 Spells	Level 5 Spells	Level 6 Spells	Level 7 Spells	Level 8 Spells	Level 9 Spells
1	0	1	1	0	0	0	0	0	0	0	0
2	2,500	2	1	0	0	0	0	0	0	0	0
3	5,000	3	2	1	0	0	0	0	0	0	0
4	10,000	4	2	2	0	0	0	0	0	0	0
5	20,000	5	3	2	1	0	0	0	0	0	0
6	40,000	6	4	3	2	0	0	0	0	0	0
7	60,000	7	4	3	2	1	0	0	0	0	0
8	90,000	8	4	3	3	2	0	0	0	0	0
9	135,000	9	4	3	3	2	1	0	0	0	0
10	250,000	10	4	4	3	2	2	0	0	0	0
11	375,000	10+1	4	4	4	3	3	0	0	0	0
12	750,000	10+2	4	4	4	4	4	1	0	0	0
13	1,125,000	10+3	5	5	5	4	4	2	0	0	0
14	1,500,000	10+4	5	5	5	4	4	2	1	0	0
15	1,875,000	10+5	5	5	5	5	5	2	1	0	0
16	2,250,000	10+6	5	5	5	5	5	3	2	1	0
17	2,625,000	10+7	5	5	5	5	5	3	3	2	0
18	3,000,000	10+8	5	5	5	5	5	3	3	2	1
19	3,375,000	10+9	5	5	5	5	5	3	3	3	1
20	3,750,000	10+10	5	5	5	5	5	4	3	3	2
21	4,125,000	10+11	5	5	5	5	5	4	4	4	2
22	4,500,000	10+12	5	5	5	5	5	5	4	4	3
23	4,875,000	10+13	5	5	5	5	5	5	5	5	3
24	5,250,000	10+14	5	5	5	5	5	5	5	5	4
25	5,625,000	10+15	5	5	5	5	5	5	5	5	5
26	6,000,000	10+16	6	6	6	6	5	5	5	5	5
27	6,375,000	10+17	6	6	6	6	6	6	6	5	5
28	6,750,000	10+18	6	6	6	6	6	6	6	6	6
29	7,125,000	10+19	7	7	7	7	6	6	6	6	6
30	7,500,000	10+20	7	7	7	7	7	7	7	6	6
31+	+375,000 more per level	+1 more hit points per level									

Priest

Level	Experience Needed	Hit Dice (8-sided)	Level 1 Spells	Level 2 Spells	Level 3 Spells	Level 4 Spells	Level 5 Spells	Level 6 Spells	Level 7 Spells		
1	0	1	1	0	0	0	0	0	0		
2	1,500	2	1	0	0	0	0	0	0		
3	3,000	3	2	1	0	0	0	0	0		
4	6,000	4	2	2	0	0	0	0	0		
5	13,000	5	3	3	1	0	0	0	0		
6	27,500	6	3	3	2	0	0	0	0		
7	55,000	7	3	3	2	1	0	0	0		
8	110,000	8	3	3	3	2	0	0	0		
9	225,000	9	4	4	3	2	1	0	0		
10	450,000	9+2	4	4	3	3	2	0	0		
11	675,000	9+4	5	4	4	3	2	1	0		
12	900,000	9+6	6	5	5	3	2	2	0		
13	1,125,000	9+8	6	6	6	4	2	2	0		
14	1,350,000	9+10	6	6	6	5	3	2	1		
15	1,575,000	9+12	6	6	6	6	4	2	1		
16	1,800,000	9+14	7	7	7	6	4	3	1		
17	2,025,000	9+16	7	7	7	7	5	3	2		
18	2,250,000	9+18	8	8	8	8	6	4	2		
19	2,475,000	9+20	9	9	8	8	6	4	2		
20	2,700,000	9+22	9	9	9	8	7	5	2		
21	2,925,000	9+24	9	9	9	9	8	6	2		
22+	+ 225,000 more per level	+2 more hit points per level									

Now that you know how everything works it's time to play. If you want a bit more help in getting started then take a look at Appendix B for a walkthrough of the first game area.

APPENDIX B

WARNING!

This section describes how to get through the first area in the game—well, enough to get you rolling anyway. Don't read this part if you want to discover how to make your way through the beginning of the game on your own. There isn't anything described in here that you can't find out by playing the game yourself.

Dead...Again

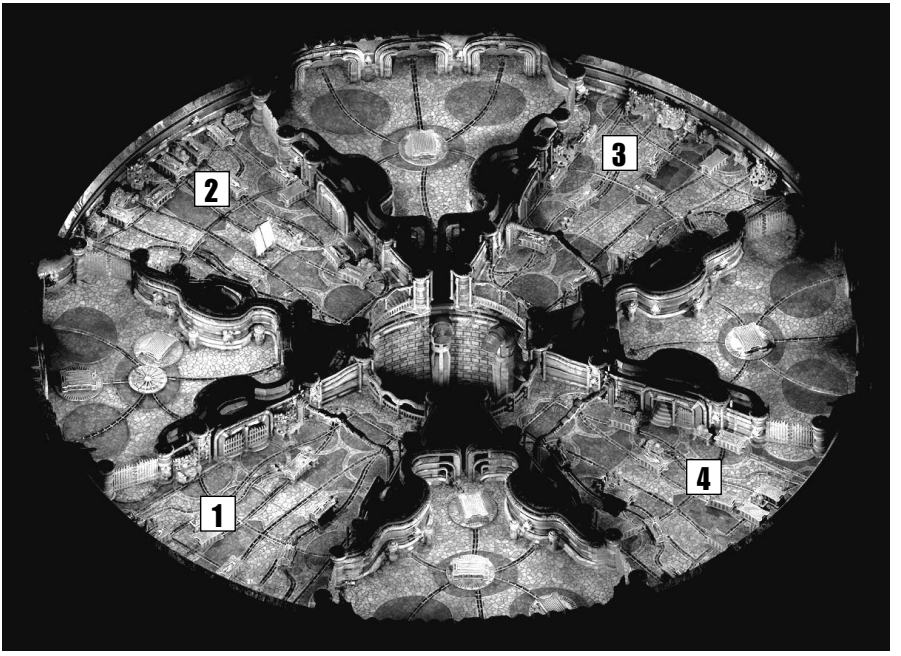
The Mortuary is where you start the game. Your goal is to escape the Mortuary without being subdued by the Dustmen (the Mortuary custodians). Most of the Dustmen and the undead in the Mortuary won't bother you unless you bother them first, so step carefully through this location and try and find out all you can.

Some general words of advice on the denizens of the Mortuary:

Dustmen: You'll find that talking to some of the Dustmen is dangerous... if you say the wrong thing or arouse their suspicions, they'll try and call for the guards. If your Dexterity is(high enough), however, you can grab them and snap their necks (through dialogue) before they can call out.

Zombies and Skeletons: These mindless drones handle all the tasks in the Mortuary the Dustmen don't want to do. These walking corpses are harmless unless provoked. When provoked, however, they can become quite dangerous.

Top Floor of the Mortuary



1. Southern Preparation Room
2. Receiving Room
3. Embalming Room
4. Eastern Preparation Room

Once past the character generation screen, your next sight is your character crawling off a slab in the Mortuary's **Southern Preparation Room (1).** You're locked in and sharing the room with a number of other corpses, including a talking skull (Morte), who will approach you as soon as you slide off the table. Listen to what Morte has to say about the tattooed instructions on your back, then search the room, looking for weapons and items. A scalpel and a couple of bandages can be found in the two

nearby tables; snag them all, then arm yourself with the scalpel and kill all the zombies in the room.

Zombie #752 in the southeast corner of the room has the key you need to open the Preparation Room gate in the northwest corner of the room—it is the only gate the key can open. When you pick up the key, open the gate and then step into the next room to the north. If Morte is still with you, there will be a brief scripted sequence where he will tell you to keep your attacks in check until you escape the Mortuary.

Keep moving north until you enter the **Receiving Room (2)**, the room with the huge book. Search every container in the room, picking up whatever items you can find. After searching the room, speak to each of the walking corpses. When you have fully explored the room, go to Dhall, the floating figure in front of the huge book and strike up a conversation. Ask him as much as you can about yourself and where you are, and quiz him on the Dustman philosophy (it'll prove useful later). After asking him all you can, leave by the Receiving Room's North Gate.

Keep following the Mortuary rooms clockwise until you hit the **Embalming Room (3).** There is a Dustwoman, Ei-Vene, at one of the tables who is partially blind and deaf. When you speak to her, she will mistake you for a zombie and ask you to fetch some embalming fluid and some needle and thread for her. When you return with the fluid and the needle and thread (the embalming fluid can be found in the **Eastern Preparation Room (4)** and the needle and thread can be found on the third floor [though you'll have to search the third floor for yourself]), she will reward you for your efforts.

A good thing to keep in mind is that not everything, or everyone, is as they seem, here on the planes. Tread carefully.

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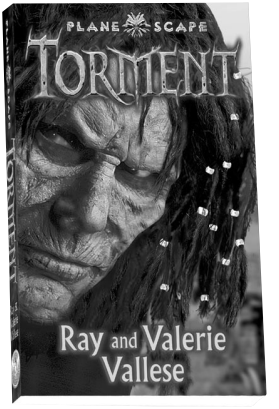
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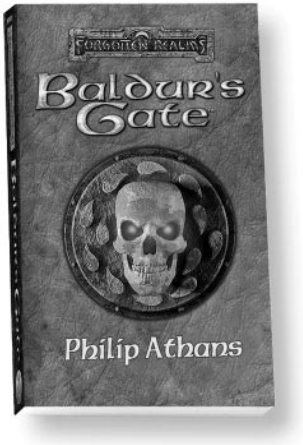
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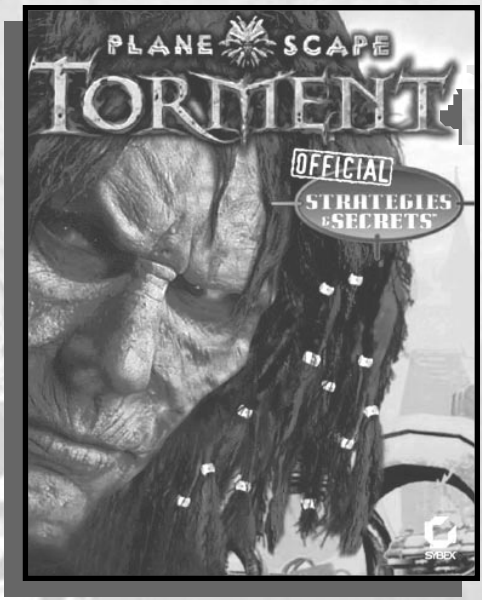
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